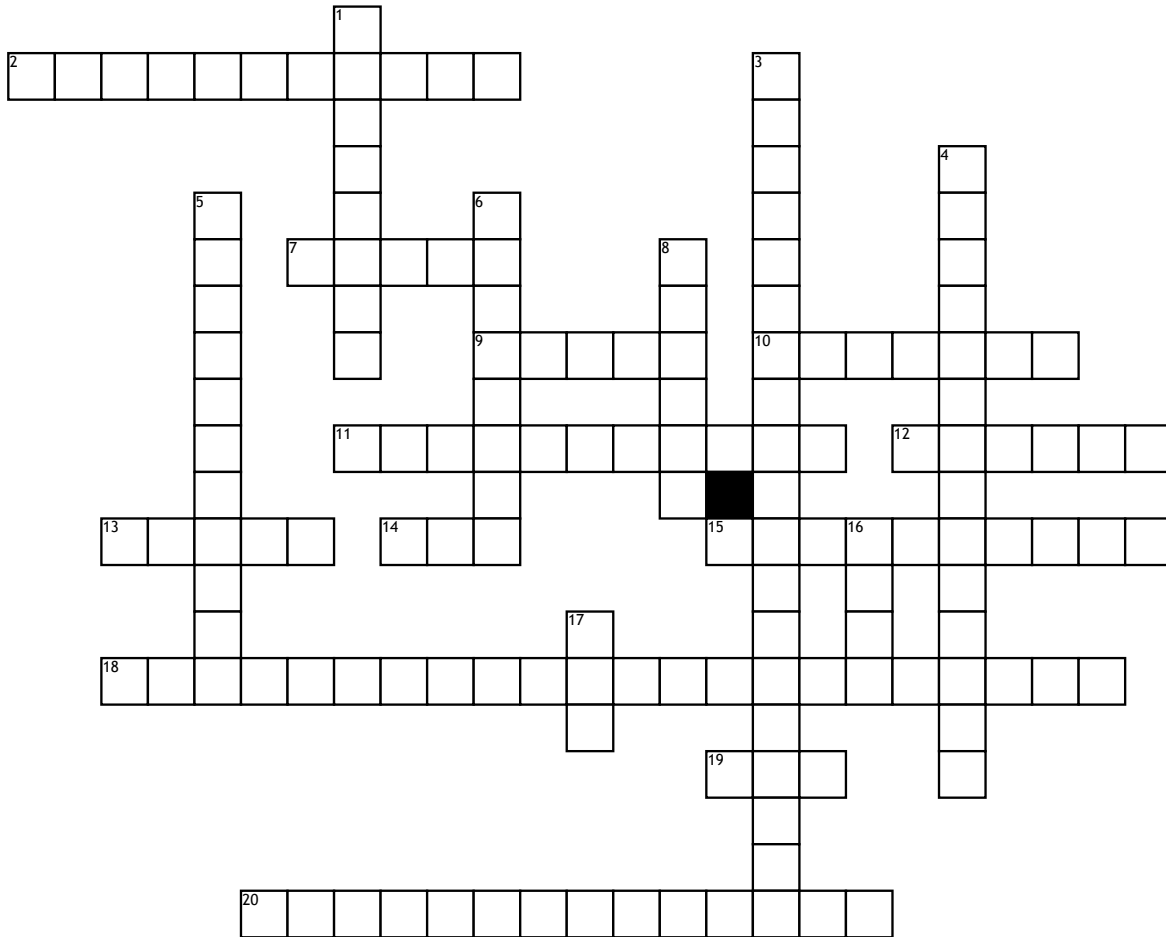


Name: _____

systems architecture



Across

- 2. register where intermediate arithmetic logic unit results are stored
- 7. very fast memory, used to temporarily hold data
- 9. values entered on a keyboard by a user
- 10. to run a program
- 11. coordinates all activities taking place inside the cpu
- 12. process of converting code into plain text
- 13. an instruction from main memory

- 14. temporarily holds data or a program when fetched from memory
- 15. the speed a processor operates
- 18. uses the same physical memory address for instructions and data
- 19. communication system that transfers data between components in a computer
- 20. holds memory address of next instruction to be processed

Down

- 1. any physical component that makes up a component

- 3. performs simple addition, subtraction, multiplication, division, and logic operations
- 4. made up of hardware and software
- 5. an order given to a computer processor by computer program
- 6. small amounts of high-speed memory contained within the CPU
- 8. the result of actions initiated by a program
- 16. small CPU or processor built into a big CPU
- 17. holds the address of the instruction or piece of data